METHOD AND SYSTEM FOR GRAPHICS RENDERING USING HARDWARE-EVENT-TRIGGERED EXECUTION OF CAPTURED GRAPHICS HARDWARE INSTRUCTIONS

ABSTRACT OF THE INVENTION

A computer-implemented method and system for performing graphics rendering on demand on a graphics subsystem, with only nominal host system operations being required. High-level specifications of graphics operations in a computer program are captured as I/O hardware programs in a memory. A graphics processor in the subsystem issues instructions in the captured programs to a graphics accelerator, which executes the instructions to perform graphics operations. The graphics accelerator has a status indicator containing status information relating to hardware events incident to the graphics operations. Under the control of instructions in the captured program, the graphics processor monitors the status indicator, and either issues, or delays issuing, the instructions in the captured programs, depending upon the status information in the indicator.